



Cymbeline

Utah Shakespeare Festival

Prelim Sound Cue Plot 6-4-21

Joe Payne Sound Designer

CUE	PG.	location	NOTES
2	2	silence	
4	2	closes trunk - or opens trunk?	sound button - maybe whoosh - with lights
6	2	"Cymbeline" first dialog	possibly music underneath low and magical
8	3	swaddling bundles are pulled rom trunk	time passage - fairy tail, magic, sing a lullaby - by men
10	4	places crown on head	play proper begins - transition music - birds garden - blocks are set for britain
12	5	"my Queen"	underscore, Love - subtle
14	10	Scene 1 to 2	music and sounds of people - city - horses and such, transform space with actors
16	12	Scene 2 to 3	music - Rome - boxes. - quick fluid reeds - grapes and wine and games - lively
18	18	Scene 3 to 4	Music - back to Britain - see travel transition. - own theme - afternoon -
20	25	Scene 4 to 5	music. same location. mixing potion - continue until Pisanio. sort of wicked witch
22	27	exit pisanio	music starts - under
24	27	Scene 5 to 6	Music to imogen bedroom - night. Crickets - big shift, bed - pretty - moonlight
26	28	sleeps	crickets grow - music - subtle - soft, lust, dark, treachery, need surprise - sound
28	29	clock strikes three	clock strikes three
30	29	Scene 6 to 7	shift - transition - outside of chamber - early morning
32	30	song	Live - pisanio - guitar - woo her live song - love - overblown - bit ridiculous.
34	31	enter Pisanio	possible announcement
36	35	Scene 7 to 8	music - back to Rome - trunk shift - costume change -
38	41	Scene 8 to 9	music - into underscore - Leonatus - no scene shift
40	42	Scene 9 to 10	Music back to Britain - official business - luggage moves - war room - talk of war
42	44	Scene 10 to 11	Music - palace - active, adultery accusation - same place - very quick
44	46	Scene 11 to 12	srong beat - into cave - song for transition - lullaby - family love - warrior mom.
		same	Cave - mysterious - frolic music - upbeat (director) - ocean, gulls, hills
46	49	Scene 12 to 13	music - woods - horse off? - nature sounds woods. Close to cave no transition.
48	55	Scene 13 to 14	music - to Cymbeline, angry, talking of war - no shift - quick into.
50	61	pisanio exit - cloten speech	underscore - low and sinister. talks of rape
52	62	Scene 14 to 15	angry button - back cave - continue with underscore - no shift - quick. night. stars.
54	63	enter Belarius and sons	entrance music??? hunting?
56	66	End part 1	Intermission - button -
58	66	House lights up	intermission music - Celtic Vibe -
60	67	Top Part 2	Music - quick to cloten nearby. couple beats and nature - pulse
62	67	Scene 16 to 17	accent of sound - underscore out - morning - Imogen singing - haunting
64	69	swallows poison	poison underscore
66	69	Imogen Exits	exits singing - sad

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68	72	fighting - exeunt	pulse - fight music as exit? - start comic - end angry.
70	72	re-enter with head	accent? button? head of Cloten
72	74	solemn music	Music - feel live, but recorded. solemn - imogen body- fear no more - offstage
74	77	SONG	song. live. acap with tone or simple underscore - fear no more - bodies moved
76	77	after song	low tonal sad underscore - ends with Imogen awakes
78	78	exeunt B, G, and A	shift in focus - silence for big breath - and awakes
80	78	Enter Lucius and Captain	sound of army
82	81	Scene 17 to 18	to cymbeline - music - body off. and then platform movement - transition
84	82	exeunt all but pisanio	maybe underscore for final speech
86	83	Scene 18 to 19	back to the cave - sounds of war and action - no scenic shift
88	85	Scene 19 to 20	roman camp in britain - underscore music and/or sfx - no scene shift
90	86	Scene 20 to 21	skirmish and then under- stylized movement and music - no scenic shift
92	87	Scene 21 to 22	dumbshow - battle sounds accent and under - panto fight - music and sfx
93	88	enter Belarius and sons	battle accent
94	88	They rescue Cymbeline	accent and skirmish
96	89	Iachimo and Arv fight	stylized fighting - accent and skirmish, then battle low.
98	90	Enter two british captains	accent and battle over
100	90	Scene 22 to 23	world transform - fluid - touch of music sounds - battlefield prison. no scene shift
102	91	Solemn Music	ghostly music - solemn - echoes of endowment -not scary - bit energized - Mics
104	92	Apparitions vanish	vanish and underscore out
106	93	Scene 23 to 24	Cymbeline - business, but still a bit grand - Britain - Final scenic transition
108	98	Posthumus advancing	possibly very subtle sad tone under
110	104	Music	music under - full fairy tail - beautiful, magical, elegant. grows touch royal
112	106	end of dialog -	music builds
114	106	trunk closes	music out suddenly with snuff - echoes away - same sound as top of show
116	106	Curtain call or silence.	Music

